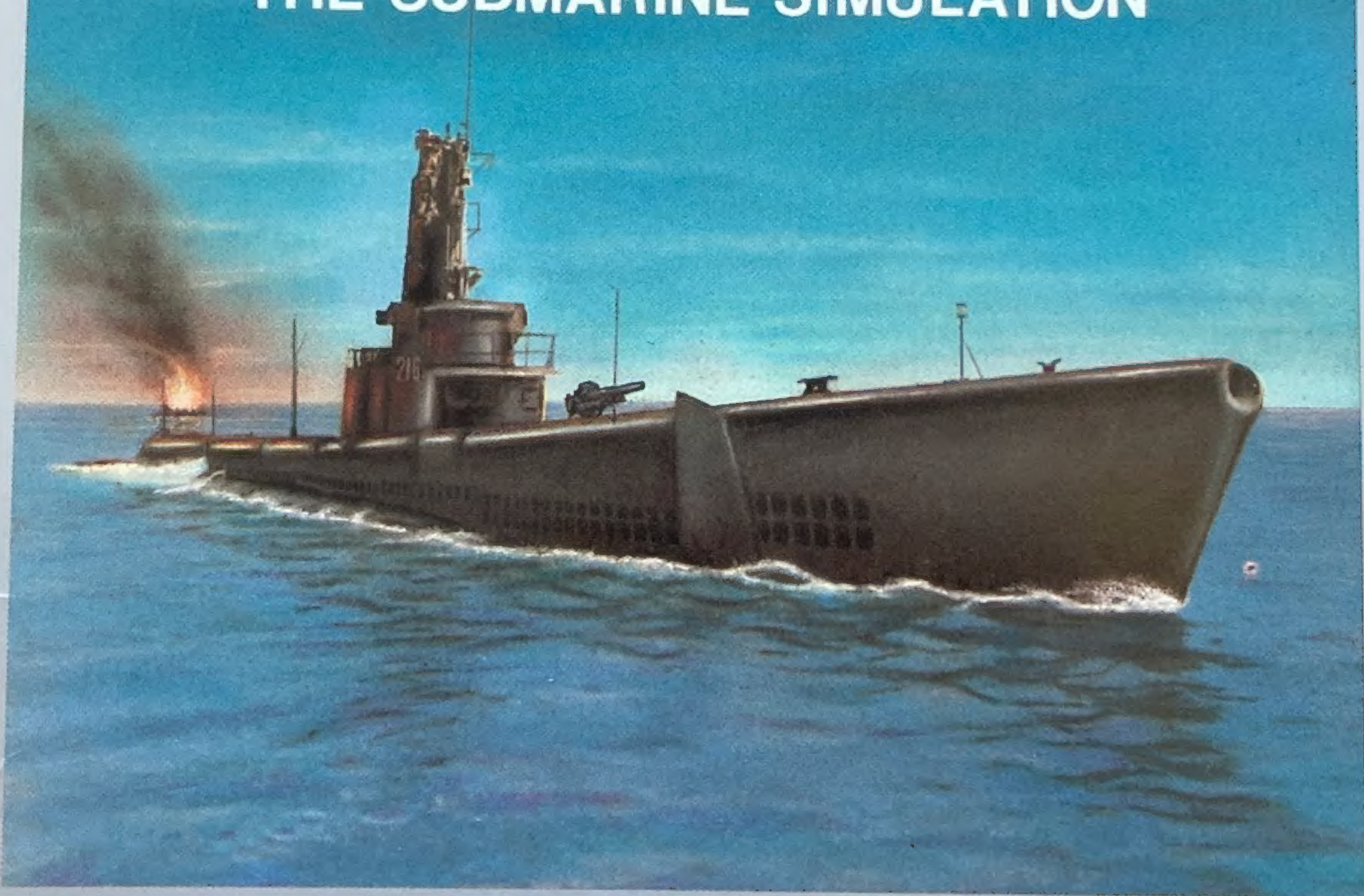


MICRO PROSE™
SIMULATION • SOFTWARE



SILENT SERVICE™

THE SUBMARINE SIMULATION



**Exciting World War II Submarine Action
in the South Pacific!!**

SILENT SERVICE™

Exciting World War II Submarine Action in the South Pacific!!

By *Sid Meier*

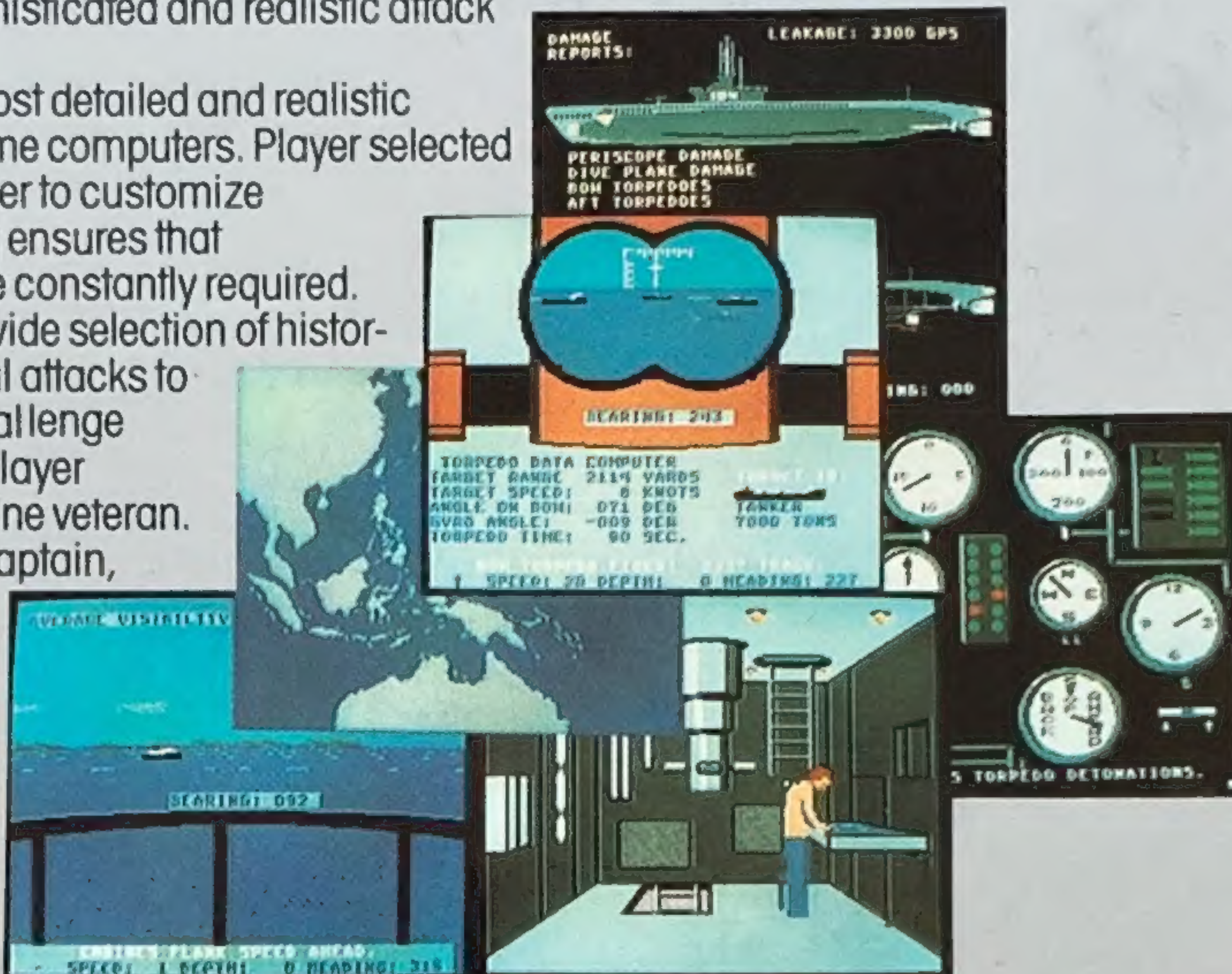
0400 hours, Tuesday, August 12, 1942... BATTLE STATIONS!! BATTLE STATIONS!! Enemy convoy identified on radar!!

SILENT SERVICE, The Submarine Simulation, brings exciting action, great strategy, detailed graphics and an ultra-realistic simulation of a World War II U.S. submarine in the South Pacific.

SILENT SERVICE's outstanding features include: all the critical battle stations — engine room, conning tower and ship's bridge; challenging and realistic combat versus single ships and heavily escorted convoys; and an infinite variety of situations using complete maps and charts for the entire Southwest Pacific and a sophisticated and realistic attack plotting system.

SILENT SERVICE is the most detailed and realistic submarine simulation for home computers. Player selected "reality levels" allow the player to customize complexity, and time scaling ensures that the actions and decisions are constantly required. SILENT SERVICE provides a wide selection of historical scenarios from individual attacks to patrol missions that bring challenge and fun to both the first time player and the experienced submarine veteran.

Will you, as submarine captain, select a quiet patrol sector in the Marianas Islands, or choose the dangerous waters off the coast of Japan? Is the submerged daylight periscope attack best, or do you charge in on the surface at night using only radar bearing to guide you? Do you pick off the enemy with a single torpedo shot? These decisions and many more are yours to make as you take your place among the elite ranks of the SILENT SERVICE!



Try these other exciting simulations from MicroProse:



Challenging and Exciting
Air Combat From the
Modern Electronic Cockpit!!



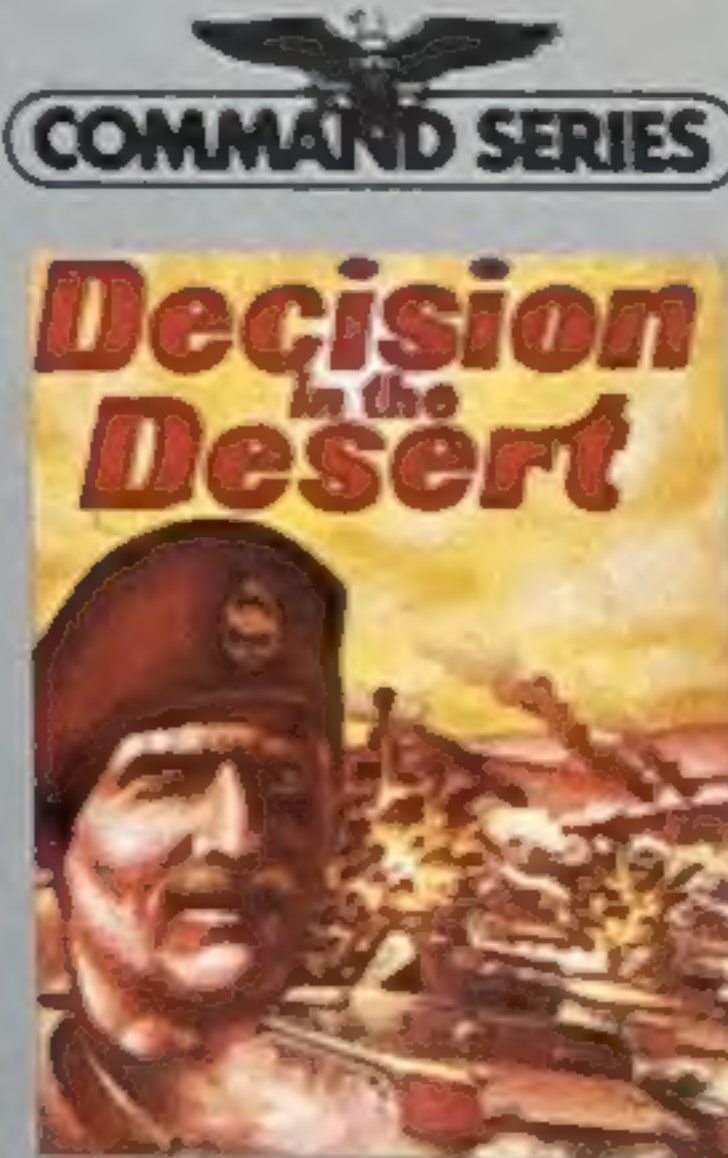
Daring Attack
Helicopter Action
in the AH-64 Apache!



Thrilling Decathlon of
Aerobatic Events in Your
Own Personal Jet!!



Exciting Speech and
Graphic Air Traffic
Control Action!



You are in Command
— North Africa
1940-1942!

MICRO PROSE™
SIMULATION • SOFTWARE

120 Lakefront Drive, Hunt Valley, Maryland 21030 (301) 667-1151

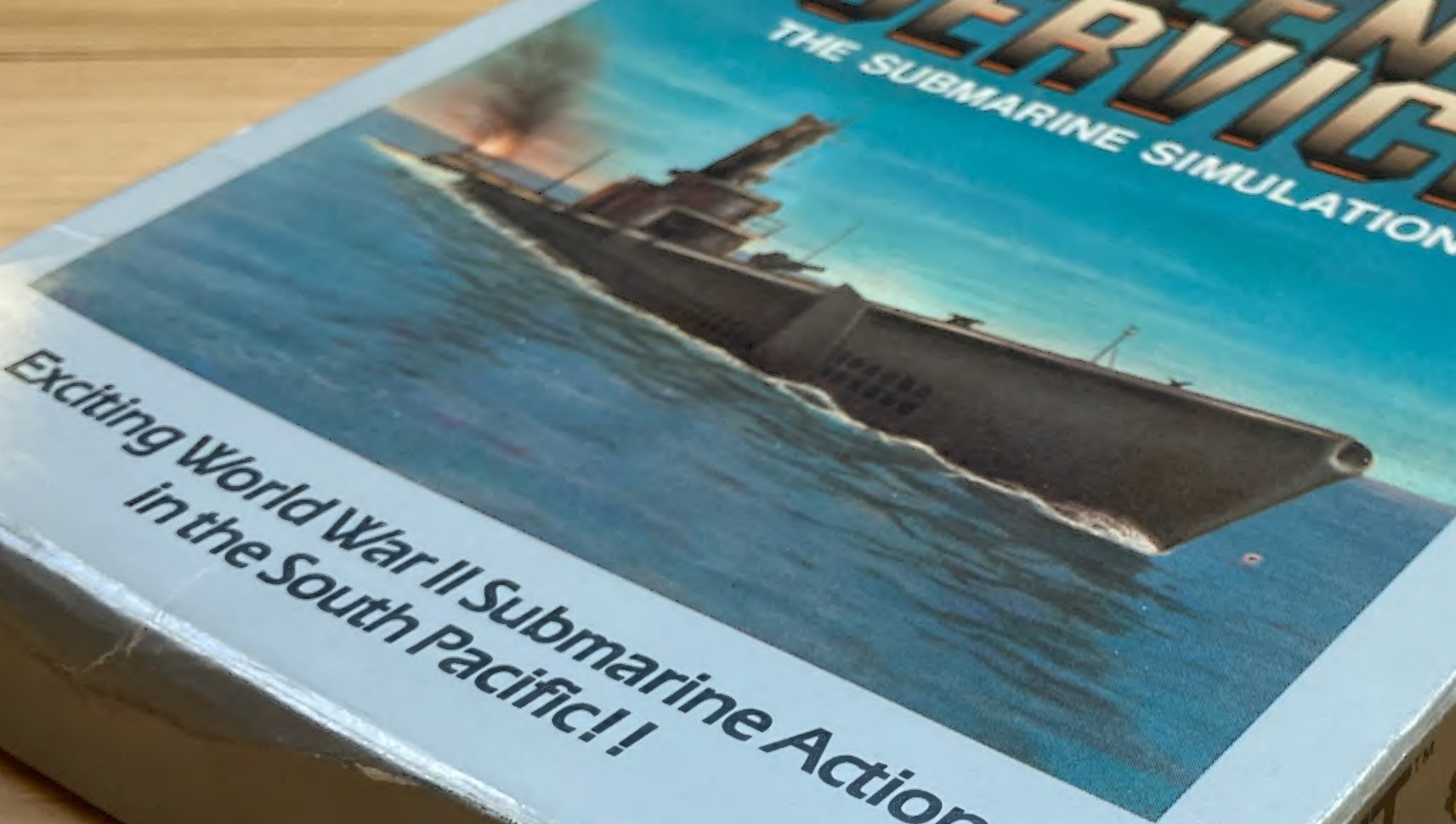
Commodore-64, Atari, Inc., IBM and Apple are registered trademarks of Commodore Business Machines, Inc., Atari, Inc., International Business Machines, Inc., and Apple Computer, Inc., respectively.

©1985, MicroProse Software, Copyright is claimed on the text and graphics for the design of this packaging and the manual and computer software contained herein. All Rights Reserved.

MICRO PROSE™

SILENT SERVICE™

THE SUBMARINE SIMULATION



Exciting World War II Submarine Action
in the South Pacific!!

SILENT SERVICE™





SILENT SERVICE™



When you're in command of a submarine, you know your ship is the most powerful weapon in the world. You're also the most vulnerable. In Silent Service, you'll experience the thrill of command from the inside of a submarine. You'll see the world through the eyes of a submariner, and you'll feel the tension of a single torpedo shot. These decisions and many more are yours in the exciting world of Silent Service.



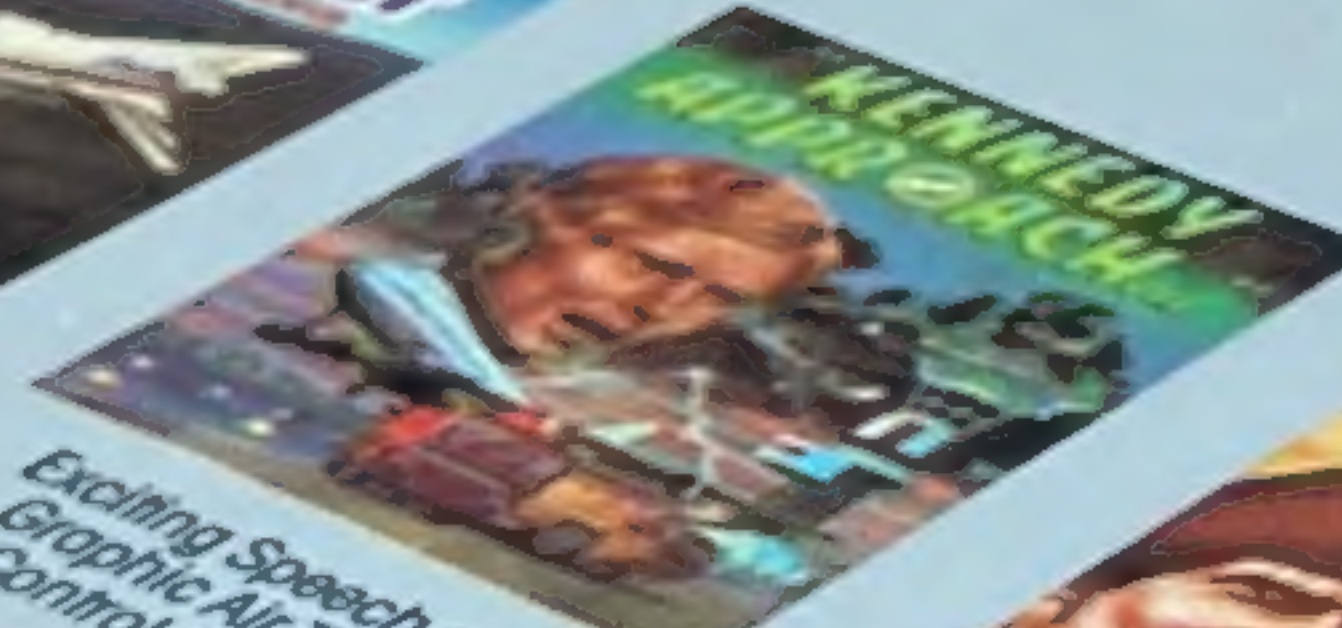
Challenging and exciting
as a helicopter pilot
in the heart of the action!



Thrilling action
in the heart of the action!



Thrilling Destruction of
Kennedy's Enemies in Your
Own Personal Jet!



Exciting Speech and
Graphic Air Traffic
Control Action!



You are in Command
— North Africa
1940 - 1942!

MICROPROSE™

SIMULATION SOFTWARE

120 Lafayette Drive, Hunt Valley, Maryland 21030 (301) 667-1151
Commodore-64, Atari, Inc., IBM and Apple are registered trademarks of Commodore Business Machines, Inc., Atari, Inc.,
and International Business Machines, Inc., and Apple Computer, Inc., respectively.
© 1985 MicroProse Software. Copyright is claimed on the text and graphics for the design of this packaging
and the manual and computer software contained herein. All Rights Reserved.

MICROPROSE™
SIMULATION SOFTWARE

The
Command
Series
along with
what is
the South
Pacific!



MICROPROSE
SOFTWARE

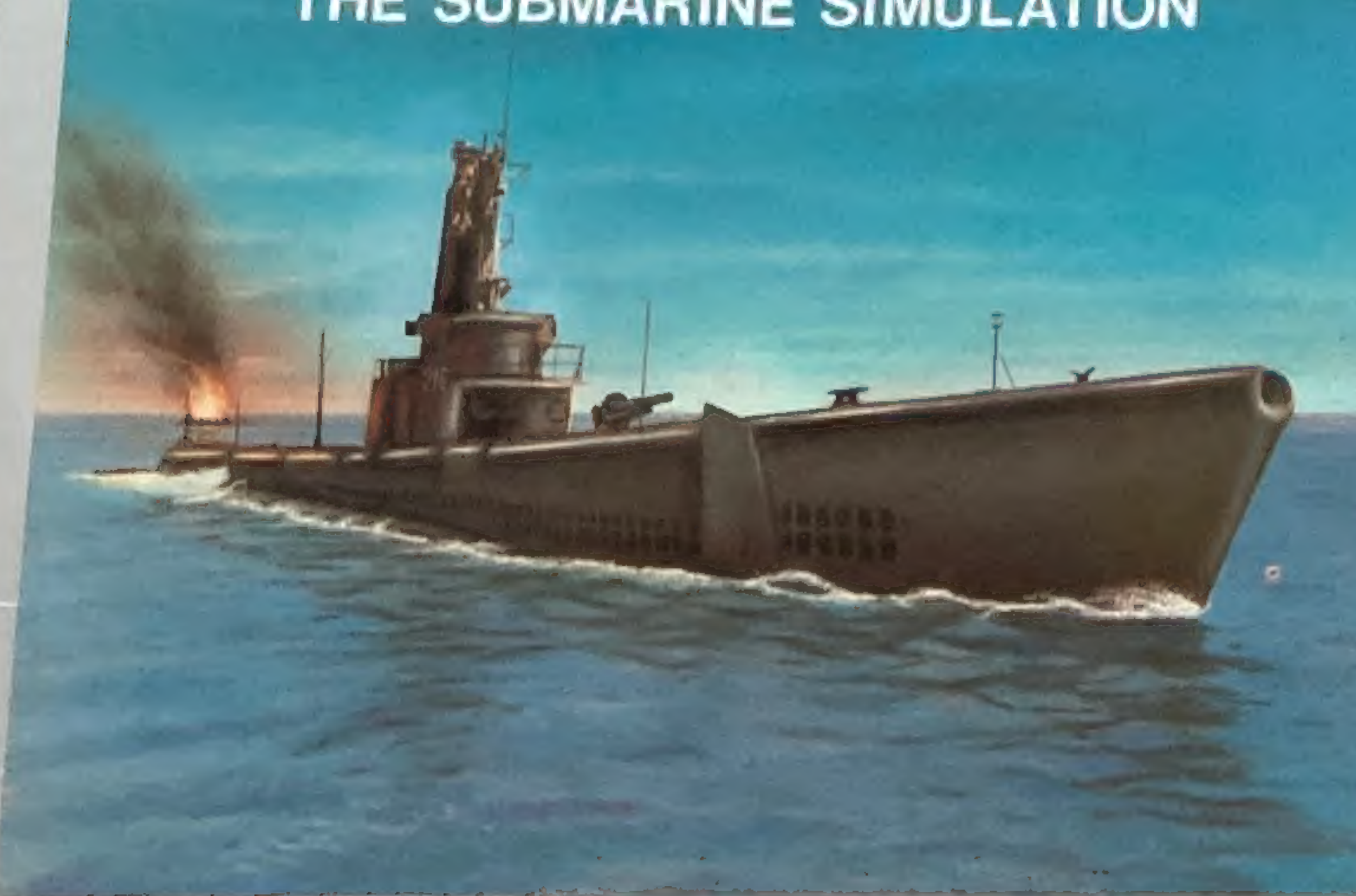
© 1987 MicroProse Software, Inc. All rights reserved.
The Great Western Land is a trademark of MicroProse Software, Inc.
The Great Western Land is a trademark of MicroProse Software, Inc.
The Great Western Land is a trademark of MicroProse Software, Inc.



The Great Western Land
1940-1942

MICROPROSE SOFTWARE
THE GREAT WESTERN LAND


MICRO PROSE™
SIMULATION • SOFTWARE



SILENT SERVICE™

THE SUBMARINE SIMULATION

Exciting World War II Submarine Action
in the South Pacific!!



SILENT SERVICE

THE SUBMARINE SIMULATION

TACTICAL OPERATIONS
MANUAL

OP ORDERS

CHANGE 2
1 JULY 1986

MICRO PROSE
SIMULATION • SOFTWARE

120 Lakelront Drive
Hunt Valley,
Maryland 21030
301-667-1151 © 1985

Silent Service • Apple
THE SUBMARINE SIMULATION

MICRO PROSE
SIMULATION • SOFTWARE

120 Lakefront Drive
Hunt Valley,
Maryland 21030
301-667-1151 © 1985

Silent Service • Apple
THE SUBMARINE SIMULATION

AIRO PROSE

S I M U L A T I O N • S O F T W A R E

120 Lakefront Drive

Hunt Valley,

Maryland 21030

301-667-1151 © 1985

Silent Service • Apple

THE SUBMARINE SIMULATION



TACTICAL OPERATIONS MANUAL

OP ORDERS

**CHANGE 2
1 JULY 1986**



SILENT SERVICE

THE SUBMARINE SIMULATION



TACTICAL OPERATIONS MANUAL

OP ORDERS

CHANGE 2
1 JULY 1986

KEYBOARD COMMANDS

COMMAND	COMMODORE 64	ATARI XL/XE	IBM, ATARI ST, AMIGA	DESCRIPTION
CONNING TOWER	F1	SP. BAR	SP. BAR	Return to the conning tower menu screen
MAP	F3	SHIFT 1	F1	Select the Maps and Charts battle station. If you are already at Maps and Charts, this will re-center the map on your sub.
BRIDGE	F5	SHIFT 2	F2	Select the Bridge battle station.
SCOPE	F7	SHIFT 3	F3	Select the Periscope/Binoculars battle station screen (only possible when the sub is on the surface).
GAUGES	F2	SHIFT 4	F4	Select the Gauges and Instruments battle station screen.
DAMAGE	F4	SHIFT 5	F5	Select the Damage Reports battle station screen.
LOG	F8	SHIFT 6	F6	Display the Quartermaster's Log for the current patrol.
PATROL/END		SHIFT 8	F8	Return to the War Patrol Navigation screen to search for another convoy. This ends the game if playing a Convoy Action or Training scenario.
SUBMARINE CONTROLS				
PERISCOPE	P	P	P	Raise/Lower periscope. This command also sets the visual bearing to be the same as your sub's heading — you will be looking straight ahead.
THROTTLE	0-4	0-4	0-4	Throttle settings: all stop, 1/3, 2/3, full, and flank speeds.
REVERSE	R	R	R	Reverse the engines. Note that the turning effect of the rudders is reversed if the sub is proceeding in reverse.
DIVE	D	D	D	Causes sub to dive.
SURFACE	S	S	S	Causes sub to rise toward surface.
LEFT	←	←	←	Cancel this command by pressing RETURN.
RIGHT	→	→	→	Cancel this command by pressing RETURN.
CANCEL	RETURN	RETURN	RETURN	Left rudder. Press again for Full Left Rudder. To cancel press RETURN.
EMERGENCY	CTRL. E	CTRL. E	SHIFT E	Right rudder. Press again for Full Right rudder. To cancel press RETURN.
			CTRL. E	Cancel all turn and dive commands.
				Blow emergency tanks to halt uncontrolled dive (Can only be used once per engagement).
COMBAT CONTROLS				
IDENTIFY	I	I	I	Identify target in crosshairs on scope.
TORPEDO	T	T	T	Fire torpedo. Bow or aft tubes will be selected automatically depending on which faces the target more directly.
GUN	G	G	G	Fire the 4-inch deck gun.
UP 25	+	+	>	Add 25 yards to the deck gun range deflection.
DOWN 25	-	-	<	Subtract 25 yards from the deck gun range deflection.
ROTATE SCOPE LEFT	JOYSTICK CMND.	JOYSTICK CMND.	JOYSTICK CMND. (SHIFT,)	Rotate periscope/binoculars or bridge view to the left.
ROTATE SCOPE RIGHT	NO KEY CMND.	NO KEY CMND.	NO KEY CMND. (SHIFT.)	Rotate periscope/binoculars or bridge view to the right.
AOB	A	A	A	Enter Angle-on-Bow estimate. AOB is entered in degrees by holding the joystick left or right. Press the fire button to enter the estimate. Use positive numbers for Starboard, negative numbers for Port. e.g., 45 degrees Port is -045.
RELEASE DEBRIS	?	?	?	Release debris and oil which may convince the enemy your sub has sunk.
TIME AND SCALE CONTROLS				
WAIT	W	W	W	Pause the simulation — press any key to continue. You may also pause by selecting the Conning Tower screen.
FASTER	F	F	F	Increase the time scale to cause the simulation to proceed more rapidly.
NORMAL	N	N	N	Return to normal time scale.
ZOOM	Z	Z	Z	Expand the situation map display to take a closer look at nearby ships and terrain.
UN-ZOOM	X	X	X	Compress the situation map display to get a wider view of ship locations and land areas.

*It is not necessary to press control key for Atari

MICRO PROSE
SIMULATION • SOFTWARE

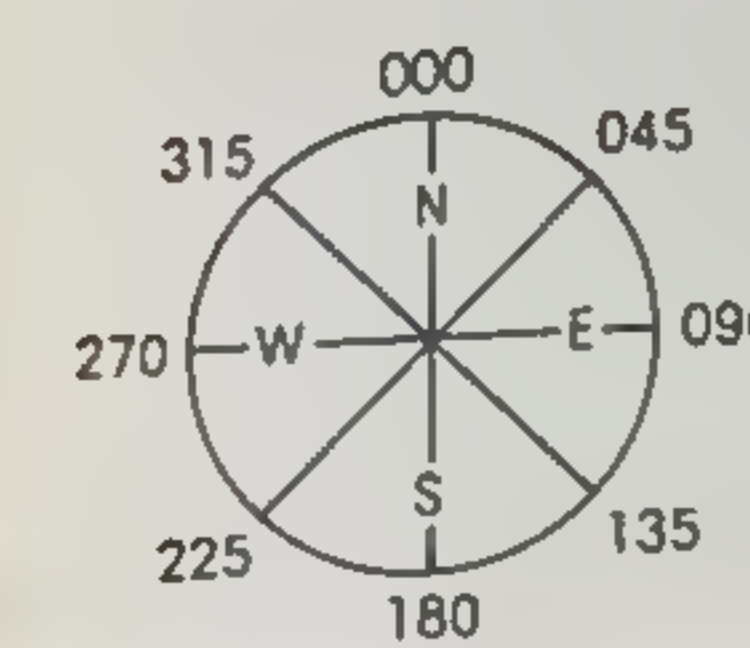
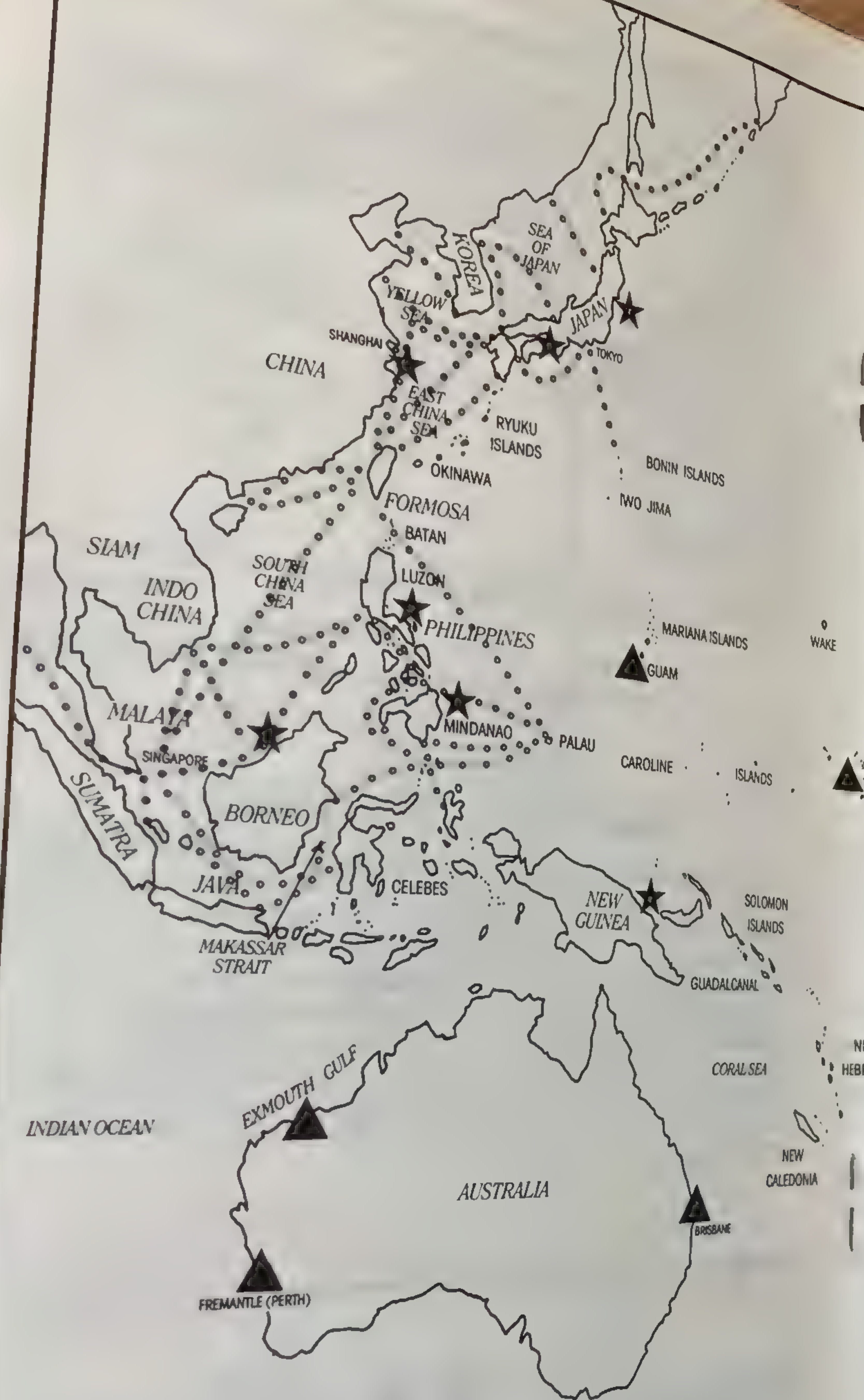
P R E S E N T S

SILENT SERVICE™ THE SUBMARINE SIMULATION

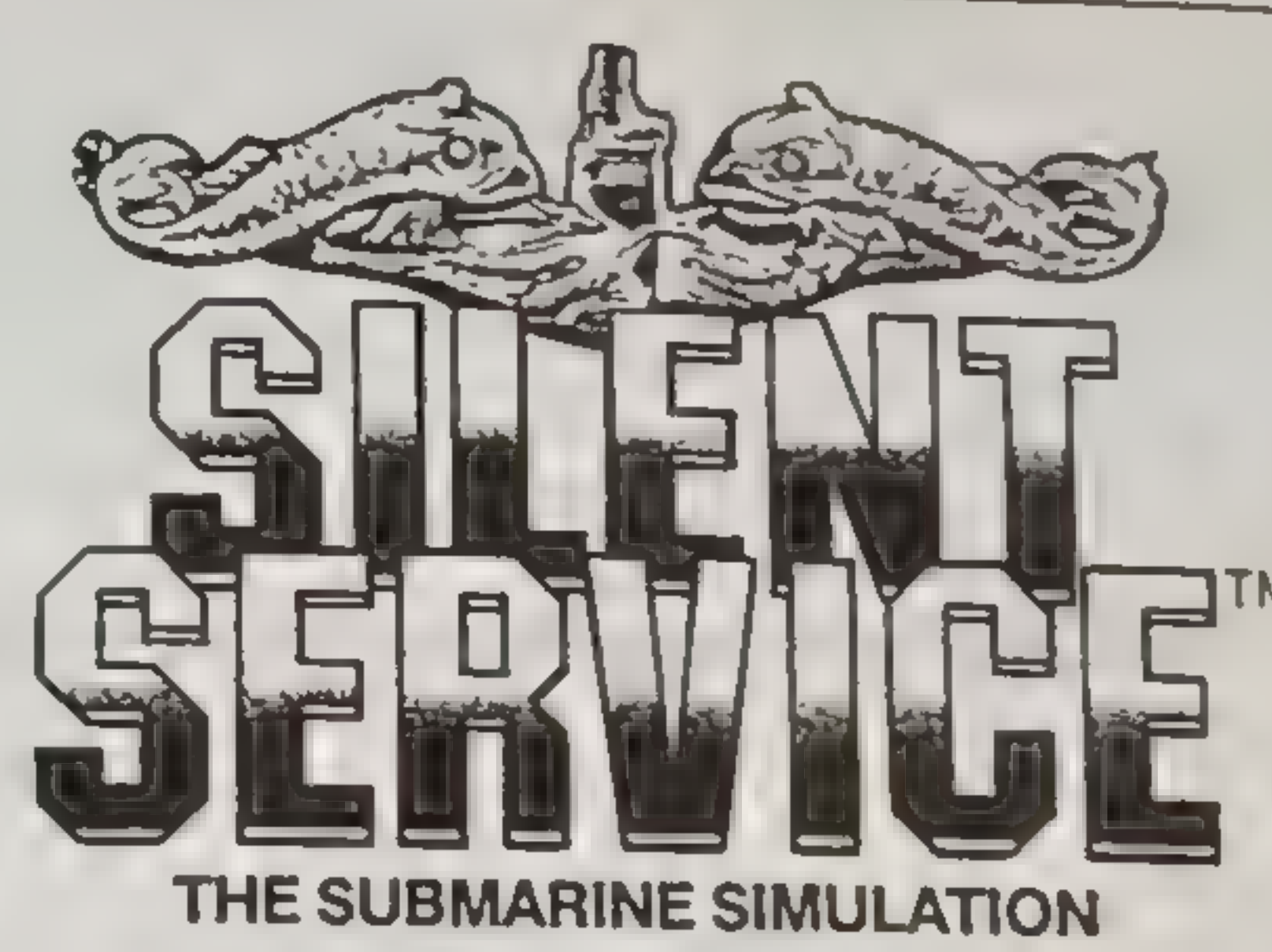
©Copyright 1985, 1986 by MicroProse Software Inc.
All Rights Reserved
120 Lakefront Drive, Hunt Valley, MD 21030
(301) 667-1151

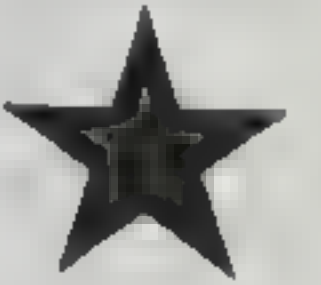
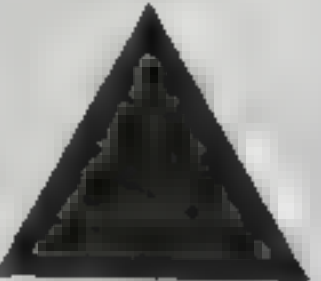
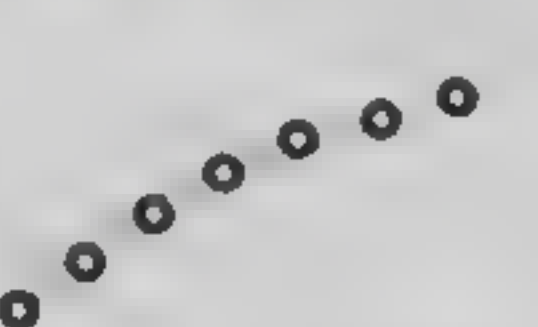
Silent Service is a trademark of MicroProse Software Inc.

Commodore 64 and Amiga, Atari, Apple and MacIntosh, and IBM are registered trademarks of Commodore Business Machines Inc., Atari Inc., Apple Computer Inc., and International Business Machines, Inc., respectively.



THE PACIFIC OCEAN



-  U.S. SUBS
-  ALLIED BASES
-  PRIMARY JAPANESE CONVOY ROUTES

MICRO PROSE
SIMULATION • SOFTWARE
©1985

Exciting World War II Submarine Action
in the South Pacific!

COPYRIGHT NOTICE

COPYRIGHT 1985 BY MICROPROSE SOFTWARE, INC. ALL RIGHTS RESERVED
This manual and the computer programs on the accompanying floppy disks, which are described by this manual, are copyrighted and contain proprietary information belonging to MICROPROSE SOFTWARE, INC.
No one may give or sell copies of this manual or the accompanying disks or of listings of the programs on the disks to any person or institution, except as provided for by the written agreement with MICROPROSE SOFTWARE, INC.
No one may copy, photocopy, reproduce, translate this manual or reduce it to machine readable form, in whole or in part, without the prior written consent of MICROPROSE SOFTWARE, INC.
Any person/persons reproducing any portion of this program, in any media, for any reason, shall be guilty of Copyright Violation, and shall be subject to civil liability at the discretion of the copyright holder.

WARRANTY AND LIABILITY

Neither MICROPROSE SOFTWARE, INC., nor any dealer or distributor makes any warranty, express or implied, with respect to this manual, the disk or any related item, their quality, performance, merchantability, or fitness for any purpose.
It is the responsibility solely of the purchaser to determine the suitability of the products for any purpose.
To the original purchaser only, MICROPROSE SOFTWARE, INC. warrants the media to be free from defects in material for 90 days. If during that period a defect should occur, the software may be returned to MICROPROSE SOFTWARE, INC. and we will replace the media at no charge to you. If at any time after the initial 90 day period your media becomes defective, the media may be returned to MicroProse Software, and we will replace disks for a \$10 service charge. To ensure identification as the original purchaser, please complete and mail the attached Registration/Warranty Card.
In no case will MICROPROSE SOFTWARE, INC. be held liable for direct, indirect or incidental damages resulting from any defect or omission in the manual, or other related items and processes, including, but not limited to, any interruption of service, loss of business, anticipated profit, or other consequential damages.

MICRO PROSE
SIMULATION • SOFTWARE

MicroProse remains committed to bringing you high quality, real-life simulations which provide excitement, challenge, and learning. We hope that you will enjoy this product and other MicroProse products in the future.

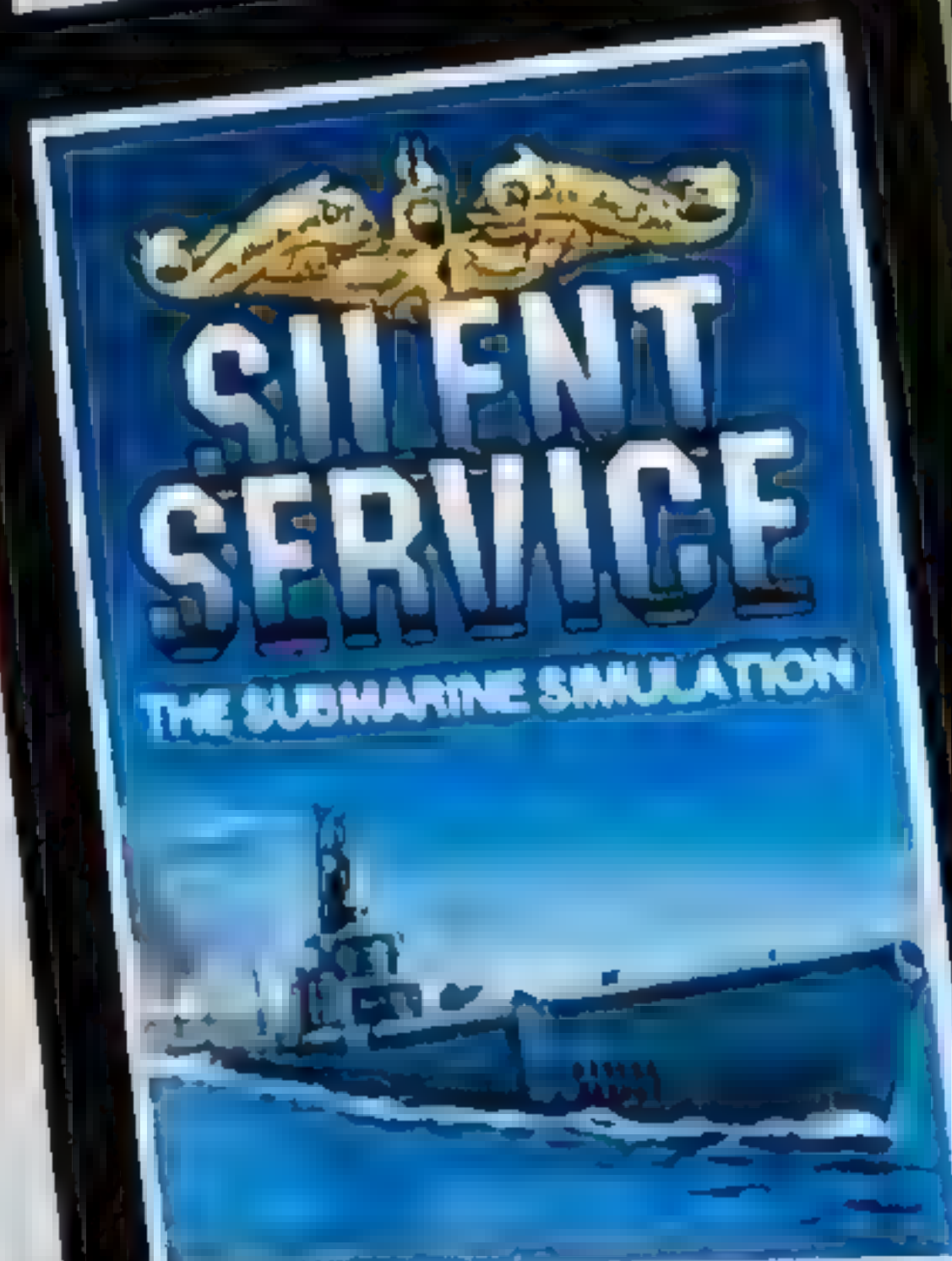
The Critics Said No One Could
Top Our Simulations...



But They Were Wrong... We Did It Again!



PLUS
ANOTHER
CHALLENGING
SIMULATION
TO BE
INTRODUCED
SOON!!!



DO YOU
HAVE THE
NERVE,
AND THE
ABILITY
TO TRY
THESE
EXCITING
NEW
SIMULATIONS
FROM
MICRO PROSE?

MICRO PROSE
SIMULATION • SOFTWARE

FOR YOUR COMMODORE-64, APPLE II, IBM PC/PC JR., ATARI XL XE
Commodore 64, Apple II, IBM, and Atari are registered trademarks of Commodore Business Machines Inc.,
Apple Computer Inc., International Business Machines Inc. and Atari Inc. respectively.
Software Speech™ by Electronic Speech Systems of Berkeley, CA
120 LAKEFRONT DRIVE • HUNT VALLEY, MD 21030 • (301) 667-1151

MICRO PROSE™
SIMULATION • SOFTWARE

120 Lakefront Drive, Hunt Valley, MD 21030
(301) 667-1151

Simulation
— Exciting
World War II
Submarine
Action in
the South
Pacific!

MICRO PROS
SIMULATION • SOFTWARE

Exciting World War II Submarine
Action in the South Pacific

THE

SILENT
SERMO

Point of Purchase



